PlayStation®

NTSC U/C

PlayStation®

CHESSMASTER® II

Warning: Read Before Using Your PlayStation® Game Console

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Handling Your PlayStation Disc

- ❑ This compact disc is for use only with the PlayStation game console.
- ❑ Do not bend it, crush it, or submerge it in liquids.
- ❑ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❑ Be sure to take an occasional rest break during extended play.
- ❑ Keep this compact disc clean. Always hold the disc by the edges and store it in its protective case when not in use. Clean the disc with a soft, dry, lint-free cloth, wiping in straight lines from the center to the outer edge. Never use solvents or abrasive cleaners.

ESRB Rating

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

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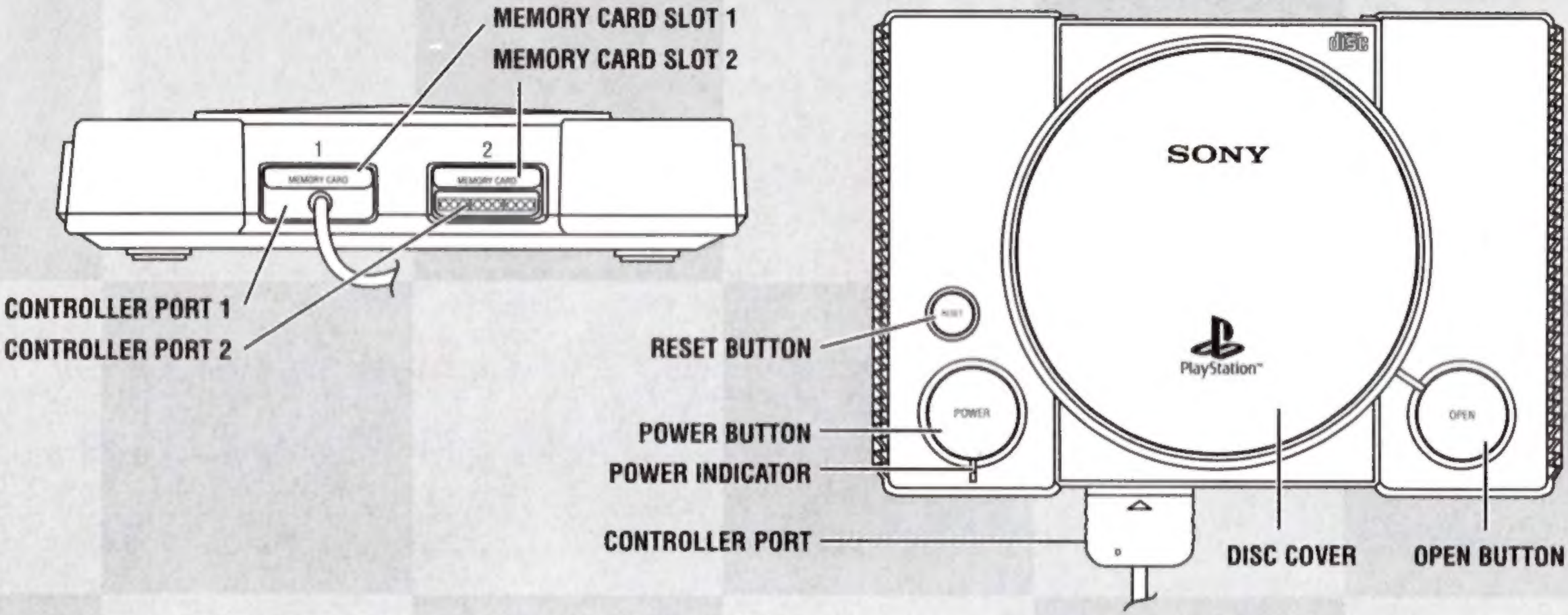
GETTING STARTED

Setup your PlayStation™ game console according to the directions in its instruction manual.

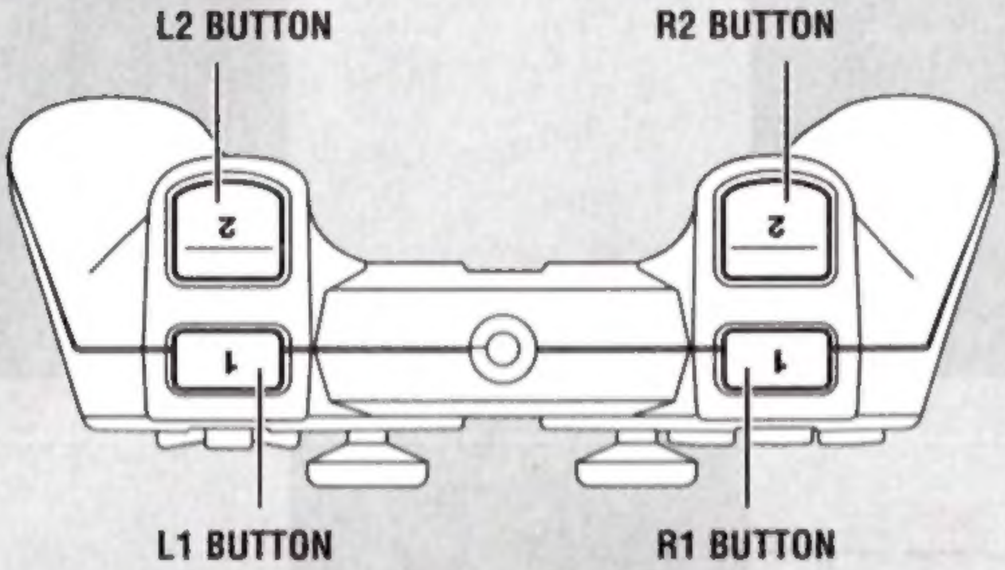


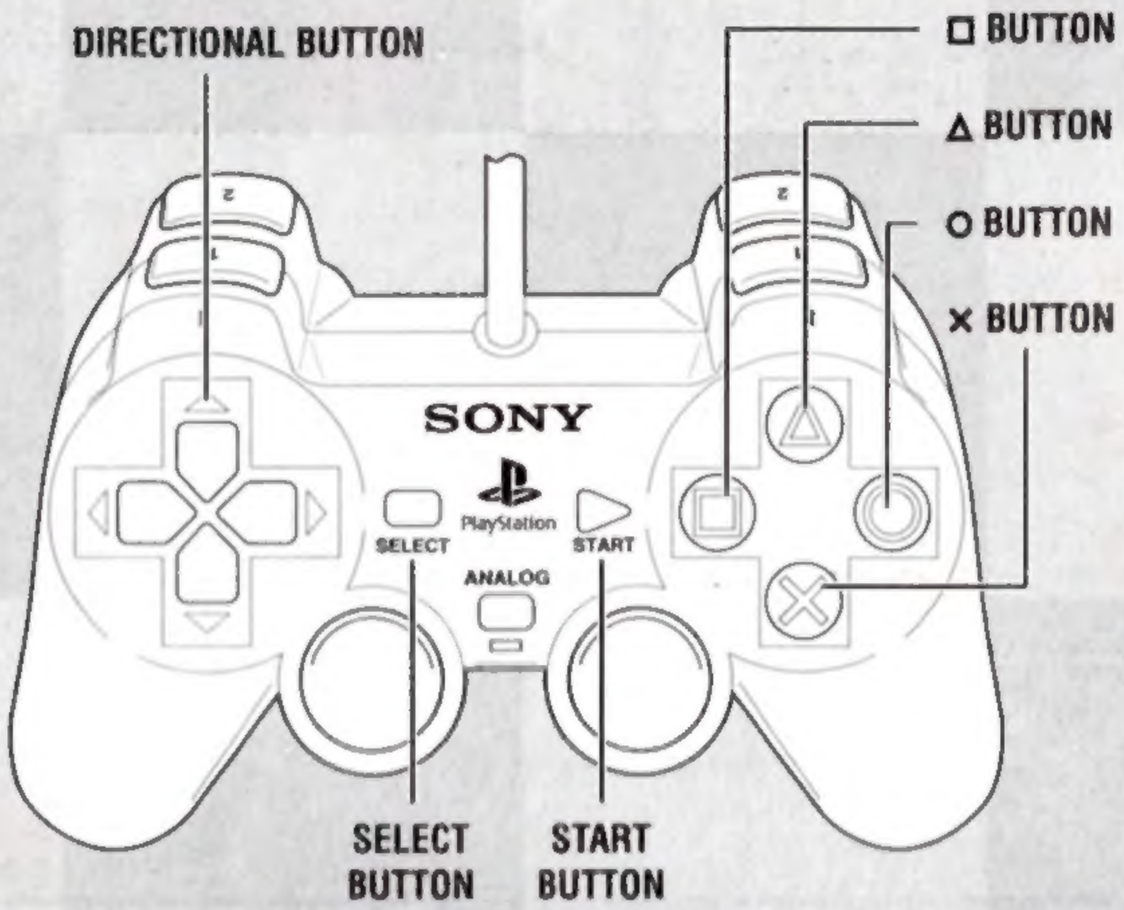
Make sure the power is off before inserting or removing a compact disc. Insert the CHESSMASTER II disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. After the opening cinematics are completed, the Main Board screen appears. (You can press the ✕ button to skip the opening movie and bring up the Main Board.)

Memory Card

A memory card (sold separately) is required to store your saved games and custom personalities. Insert a memory card into the PlayStation game console *before* starting play. Do not remove a memory card while saving or loading games; doing so could damage game data. To save a game, access the Main Menu with the **Start** button and select that option.

BASIC CONTROLS





Controller Button Summary

Start: Go to Main Menu

Select: Go to War Room

up, down, left, right arrow: Move cursor

○: Gives hint on your turn; otherwise forces opponent to move.

×: Select item. Remove message window if window exists.

□: Switch sides

△ + **up, down, left, right arrow**: Move board

△ + **L1** or **R1**: Zoom board in or out

△ + **L2** or **R2**: Change board perspective

△ + **Select**: Return board to default position

L1: Take back last move

L2: Take back all moves

R1: Replay last move

R2: Restore all moves

Moving and Capturing Pieces

To move a piece on the Main Board, first select the piece by moving the cursor over it with the directional buttons and pressing ×. The square of the piece begins to flash. Then move the cursor to the square you wish to move the piece to, or over the piece you wish to capture, and press × again. If it is a legal move, the piece goes to that square, capturing the desired piece, if one exists. If the Legal Moves display setting is on, when a piece is highlighted with the cursor, all legal positions turn blue on the chess board.

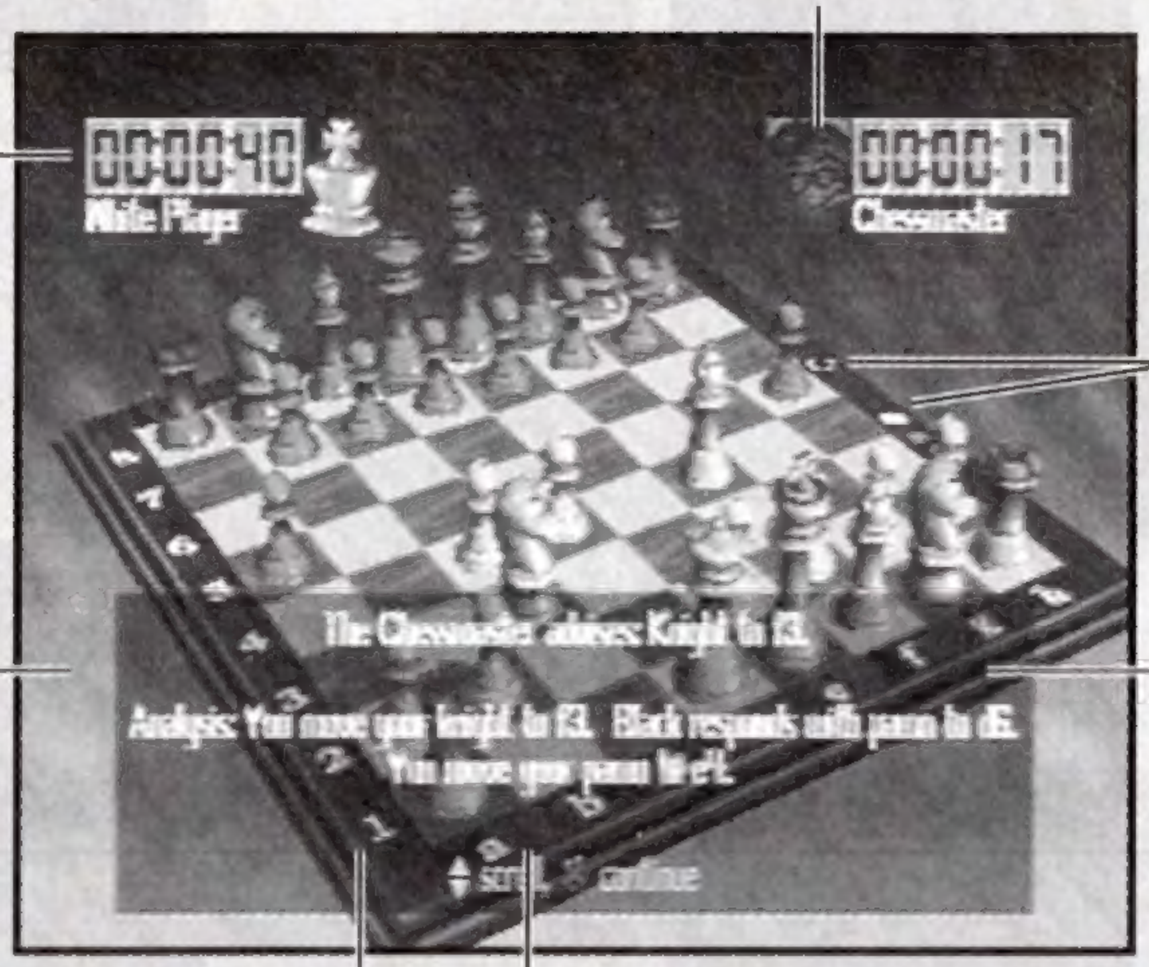
To take back a move, press the **L1** button; to take back every move, and begin the game again, press the **L2** button. If you take back a move, you can repeat it by pressing the **R1** button. You can restore all taken back moves by pressing the **R2** button.

Moving the Board

You can move the board by holding down the △ button and pressing a directional button. The **left arrow** and **right arrow** directional buttons rotate the board counter-clockwise and clockwise. The **up arrow** and **down arrow** directional buttons tilt the board up and down. Hold down the △ button and press **L1** or **R1** to zoom farther or closer to the board. The **L2** and **R2** buttons change the board's perspective. Hold down the △ while pressing **Select** to return the board to its normal position.

RULES OF THE GAME

MAIN BOARD . . . . . .



Chess is a simple game to learn; mastery can take a lifetime. Short movies detailing the way pieces are moved, and how the game is won, can be found by clicking on the Chess Rules button from the Main Menu. If you need more help *Learning Chess*, see that section starting on page 22. CHESSMASTER II has several features to help beginning, intermediate and advanced players perfect their game.

Special Moves

Along with moving your pieces, and capturing, there are several special moves in chess. The way to make these moves during a CHESSMASTER II game is explained on the following page.

Castling

To perform a defensive strategy called *castling*, move your king two squares towards the rook. The rook will then move automatically to the square on the other side of the king, closest to the center of the board. In order to *castle*, the squares between the king and rook must be clear, neither the king nor the rook can have moved previously, the king may not be in check, nor can the king move through any square in which he would be in check.

En Passant Capture

En passant (in passing) pawn capture is made when your opponent has moved his pawn two squares from the start position to pass your adjacent pawn and avoid capture. On your *very next move* you may capture the enemy pawn diagonally, as if it had moved one square instead of two, by selecting your pawn, and then selecting the square *behind* the pawn to be captured.

Pawn Promotion

If one of your pawns reaches the eighth row, it is *promoted*. A box appears, allowing you to choose a piece (**queen**, rook, bishop or knight). Press the appropriate button, and your pawn becomes a piece of that type.

Changing Sides

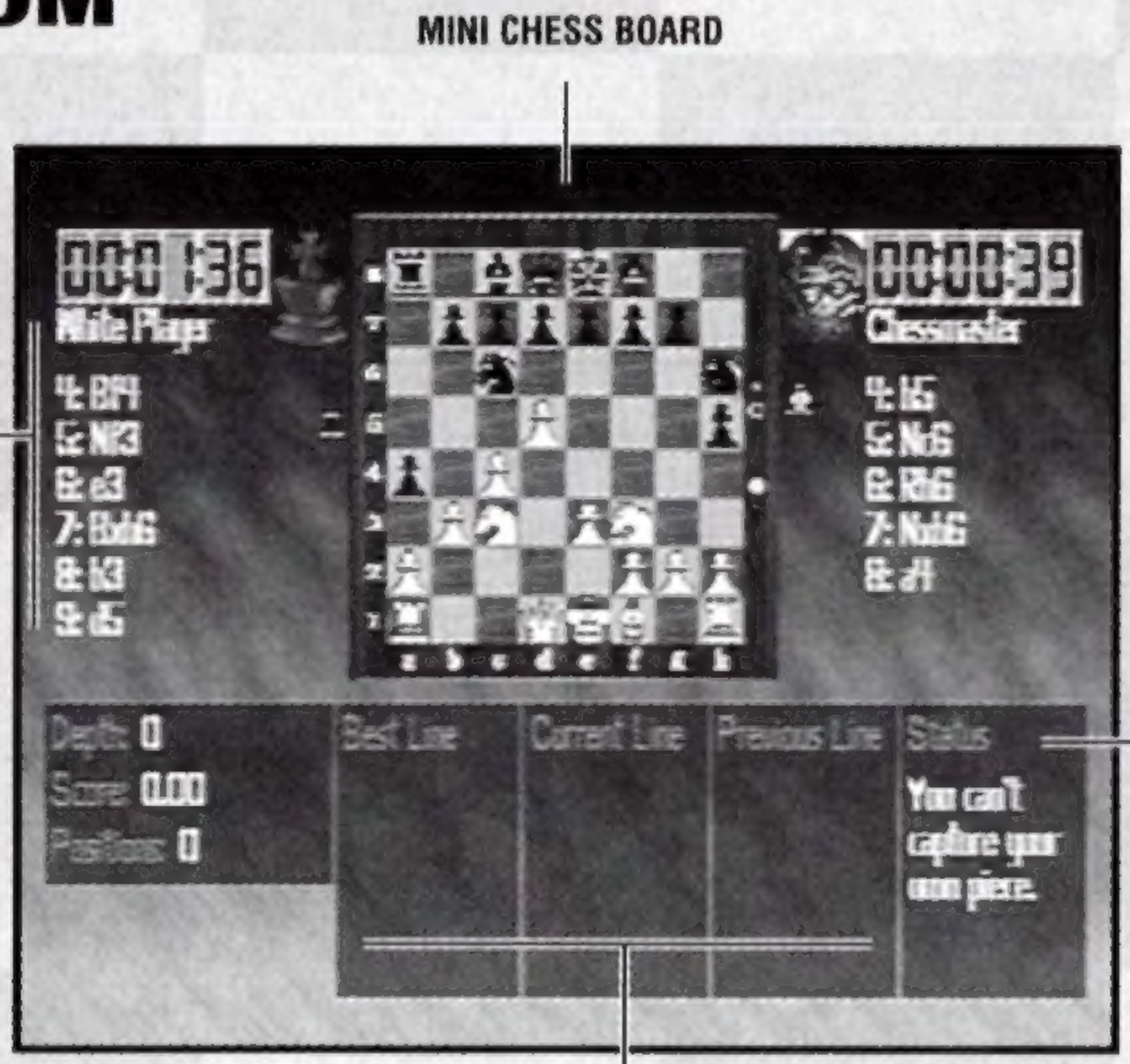
Switching sides sets up a game so that each player changes chairs with the other. The white player takes the black pieces and the black player takes the white pieces. You can switch sides at any time during a game, by pressing □, but only if you're playing an unrated game.

Resignation and Draws

You can resign a game at any time simply by exiting the Main Board and selecting the Resign option. By doing this you admit that your opponent has beaten you. A *draw* is announced when both sides agree to end the game, although neither has won. You can offer your opponent a draw by selecting this option from the Main Menu. The Chessmaster will review its position, and depending on its playing style, either accept or reject the offer.

THE WAR ROOM

THE WAR ROOM. . . . . .



You can enter or exit the War Room from the Main Board at any time by pressing **Select**. At the upper left and right of the screen are time clocks, and listings of the last six moves by you and your opponent. Between these listings is a two-dimensional chessboard; all normal button functions operate on this screen, including making moves.

Visual Thinking

Beneath the chessboard are several columns that track the Chessmaster's thinking. The series of moves in the Best Line column are the most advantageous it has been able to devise so far. The Current Line is the series of moves it is presently analyzing for weaknesses, and the Previous Line is the line it just finished analyzing, and either accepted as the Best Line, or discarded.

To the right of the listings is a box with additional information. The Depth is the number of moves ahead the Chessmaster is currently researching, while Positions is the total number of moves it has analyzed. Score is the material advantage it will have if all the moves in the Best Line are played out to the end of that line.

Status

At the far left of the visual thinking columns is the Status column. Messages appear here, including notice of illegal moves, and check situations.

MAIN MENU OPTIONS

The Main Menu can be reached at any time by pressing **Start**. Scroll through the options using the **up arrow** and **down arrow** directional buttons; the currently selected menu item is highlighted with white text. Press the ✕ button to select an option, or press △ to return to the current game's Main Board.

New Game

Starts a new game of chess, and brings you to the Main Board. You are given the option of playing a rated or an unrated game. See *Building a Rating* starting on page 26 for more information on rated games.

Offer Draw and Resign

These options allow you to offer your opponent a draw, or resign from a match.

Personality White or Black

Takes you to the Personalities screen from which you can choose a historical or fictional opponent, or create a custom personality for the selected color. This screen is explained in detail under *Selecting a Computer Opponent*, starting on page 16.

English Advice and Solve for Mate

Both of these options return you to the Main Board, where the Chessmaster analyzes your current board position, then either suggests a possible move, or finds the line to checkmate, if one exists. For more information, see *Useful Main Menu Options*, in the Learning Chess section, starting on page 22.

Setup Mode

Brings you to the Setup Mode screen, from which you can set up a board to play out a chess problem. See *Setting Up a Position*, starting on page 24 for details.

Load and Save Game

Allows you to load a previously saved game, or to save the current game, provided you have a memory card with sufficient space. See the section *Loading and Saving Games*, starting on page 21, for more information.

Chess Rules

Takes you to a menu, where you can choose to review brief tutorial movies explaining the rules of chess. Scroll through the list of options with the **up arrow** and **down arrow** directional buttons, and press × to start the movie or △ to cancel and return to the Main Board. Once the movie has started, press any button to exit and return to the Chess Rules menu.

Chess Options

Brings up a menu from which you can set the time controls, player type, and other options. These controls are explained in detail beginning on page 13.

Display Settings

Opens a screen where you can choose whether to display various game information. This screen is explained in detail starting on the next page.

Visual and Audio Options

These buttons bring up two screens, which control various graphics options, game music and sound effects. These screens are explained in their respective sections starting on page 12.

SETTING UP CHESSMASTER

Although you can play CHESSMASTER II using the default settings, eventually you will want to customize your game play, graphics and audio settings. This section provides details on making these changes. If you save a game, the current configuration of these options is also saved. When you load the game, this configuration is restored.

Display Settings

The following options allow you to customize certain graphics options, and control how much information is displayed on the Main Board screen. Most of these options are on by default (marked with an "x"). Use the **up arrow** and **down arrow** directional buttons to scroll through the list, and the **×** button to turn that option on or off. When you are satisfied with your choices, press **Start** to return to the Main Board or **△** to cancel the changes and return to your current game.

Digital Clock

Displays the clock that tracks time during a game. The clock keeps track of time even when it is not shown.

Board Coordinates

Board coordinates are the rank and file coordinates on the chessboard squares. The vertical squares are labeled 1 through 8. The horizontal squares are labeled A through H.

Board Lights

Board Turn Lights indicate whether it is White or Black's turn to move. They appear on the side of the chessboard.

Captured Pieces

Pieces that have been captured by each player are displayed to either side of the chessboard when this is on.

Sliding Pieces

When Sliding Pieces is on pieces move across the board to their destination square. When Sliding Pieces is off, pieces snap directly to their assigned square, speeding up game play.

Teaching Settings

You can set this list of buttons to display one of several kinds of information.

None: No squares on the board are specially highlighted.

Legal Moves: When you move the cursor over one of your pieces on your turn, all possible legal moves for that piece are highlighted.

All Possible Captures: Highlights all the pieces on both sides that can be captured.

Threatened Pieces: Highlights all the pieces that are in danger of being captured.

Pinned Pieces: Highlights pieces that cannot or should not move because they are protecting a more valuable piece.

Skewered Pieces: Highlights pieces that cannot or should not move because they are protecting a less valuable piece.

Isolated Pawns: Highlights any pawns that are not directly supported by another pawn of the same color, and therefore are potentially weak.

Passed Pawns: Highlights any pawns that have no opposing pawns in their own file or in either adjacent file, making them relatively valuable pieces because their path to promotion is easier.

Promotion Threats: Highlights any pawns that are about to reach the 8th row.

White or Black Coverage: Highlights the portion of the board controlled by either White or Black.

Visual Options

The following options allow you to customize the look of the game board. Use the **up arrow**, **down arrow**, **left arrow** and **right arrow** directional buttons to scroll through the list, and press either □ or ○ to rotate through that option's choices. When you are satisfied with your configuration, press **Start** to return to the Main Board or △ to cancel the changes and return to your current game.

Chess Set

Perhaps the most important item in your enjoyment of a chess game is selecting your chess set. Over the centuries, artists have found continuing inspiration in chess, and some of the sets they have designed are considered important works of art. CHESSMASTER II has created twenty chess sets for you to choose from. You can play chess with a two or three-dimensional chess set. Two-dimensional chess sets are flat; three-dimensional chess sets have perspective. The two-dimensional chess sets are marked (2D) in the chess set listing.

Board and Square Type

These two options allow you to customize the look of the game board. Board Type sets the appearance of the outer edge of the board, while Square Type controls the playing field.

Background

This sets the appearance of the background, against which the Main Board and menus are displayed.

Audio Options

The following options allow you to control the volume of music and sound effects. The selection controls are the same as for those for the other CHESSMASTER II screens.

Spoken Moves and Piece Effects

Use these options to turn on or off: the voice that announces each move by you or your opponent; sounds that play when various events happen on the chessboard; and the sounds that play when a piece is moved.

SFX Volume

This button controls the volume of the three special effects options as a group.

Music Selection and Music Volume

These buttons allow you to select the track of music you wish played, and controls the volume of the music.

Chess Options

The following options allow you to control aspects of game play and game information. The default setting for an option is **bolded**.

Players

You have the option of playing against the Chessmaster or against another human, or of allowing the Chessmaster to play itself. If there are two human players, you must have two game controllers. Your choice of players also affects which personalities can be selected and modified. In Autoplay, both Black and White can be selected, in vs. Human, neither can be selected, and in vs. CPU you can only select the personality for the side you are playing against, white or black.

Opening Book

An opening book is a set series of moves used at the beginning of a game. This option determines whether the Chessmaster uses the preferred opening book for a personality, or disregards that preference. When this is on, a personality's beginning moves are more predictable.

Announcements

The Announcements option instructs Chessmaster to announce whenever there is a check or checkmate, and to let you know what opening gambit you and your opponent are using. These messages appear in a shaded box covering the lower half of the Main Board screen. You can remove a message by pressing the ✕ button.

Notation

Chess notation involves formulas for indicating moves on a chessboard. Several different forms of notation are available for annotating your games. Experiment with different types to find the kind you prefer.

Algebraic: The files of the chessboard are denoted by lowercase letters (a-h), while rank is given by numbers (1-8). Major pieces are indicated by uppercase letters (K, Q, B, N, R). Pawns are denoted by rank and file. There are some special characters: x represents a capture, + a check, and ++ a checkmate. To describe a move, first the piece is named, then any other special symbols are added, then the destination square is given. For example, if your queen takes a piece, it might look like this: Qxd5. Castling is represented simply with 0-0 for King-side or 0-0-0 for Queen-side.

Descriptive: An old style of notation, which is not in common use. Consult an older chess manual for a detailed explanation.

Figurine: The same as Algebraic notation, except that a figure of the piece is used, instead of the letter of the piece.

Coordinate: This notation simply uses the starting and destination squares, with a dash in between, for example, e7-f8. If a piece is captured, an x is used instead of the dash, and if the move results in a check, a + is added at the end.

Long Algebraic: This type is similar to Algebraic, except that the starting square for the piece is given, as well as its destination. For example, if you move your queen: Qd3-d5.

International: This notation does not use letters to represent pieces or rank and file. Instead, both rank and file are numbered (1-8), and each square is designated by a two digit number. The first number is the file and the second the rank. A move consists of a four digit number, the starting square and the destination.

Time Controls

The amount of time you give yourself and Chessmaster to complete the game (or a move) can be the most important factor in enjoying CHESSMASTER II to its fullest. If you like to play quickly, you should be aware that Chessmaster, like all other chess programs, is very strong at quick chess. Humans have a much better chance to beat it at slower time controls where the ability to plan weighs more heavily. Also, be aware and keep your eye on the clock; if you violate a time limit, you automatically lose the game.

X Seconds Per Move can be set to 1, 5, 10, 15, 20, 30 or 60.

X Moves in 120 Minutes can be set to 10, 20, 30, 40, 60 or 80. The default is also the standard for international chess tournaments.

Minutes Per Game can be set to 1, 2, 5, 10, 20, 30, 45, 60, 120 or 180.

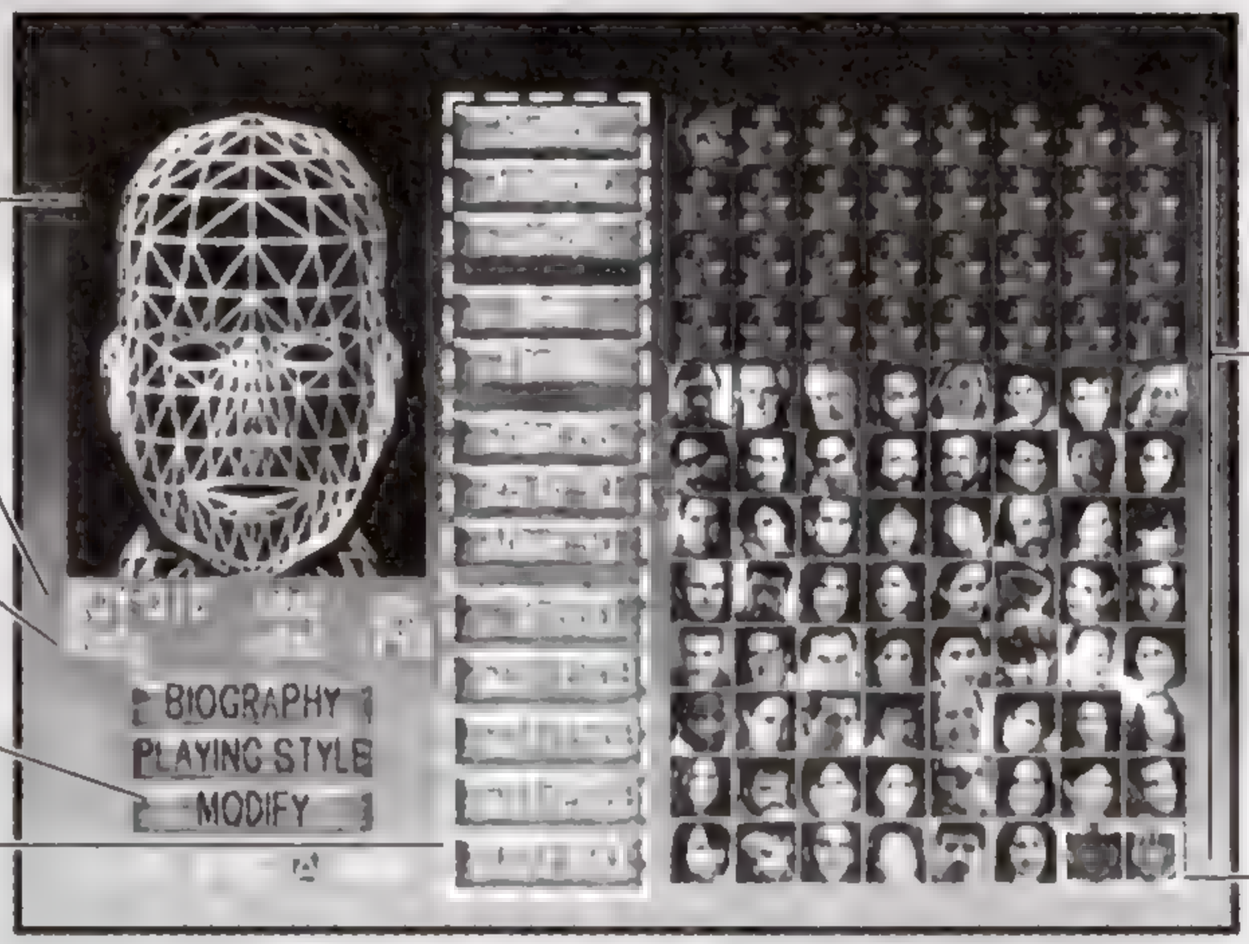
Min/Game Fischer Style has the same settings as above, with each player having a specified number of minutes to complete a game, and with a certain number of seconds added to the game each time a player makes a move.

CPU Matches Human Time forces the Chessmaster to match the time you take to make a move. If you move slowly, it moves slowly. If you move quickly, so does the Chessmaster.

Infinite Search doesn't set any time limitations on your game. You can take as long as you want and the game lasts indefinitely. However, if you are playing the Chessmaster, it may take a while for it to move. If you get impatient, you can force it to move by pressing the **O** button.

SELECTING A COMPUTER OPPONENT

PERSONALITIES SCREEN . .



When playing against a computer opponent, you don't always have to play against the Chessmaster. For a change of playing style and ability, choose the Personality White or Black option from the Main Menu. This brings up the Personalities screen, from which you can choose one of a multitude of different opponents, both historical and fictional.

On the right side of the screen are the thumbnail portraits of all the personalities. In the center of the screen are a series of filter buttons. You can exclude personalities based on their historical or fictional status, their gender, their age or their chess rating. Move the cursor over a button and press ✕ to select or deselect that filter. Selected filters have white text. The grid of personality thumbnails only shows the portraits of those personalities who match the selected filters' requirements.Use the directional buttons to move the cursor over a personality, and press ✕ to select that personality. A larger version of their portrait appears on the left, along with their name and their chess rating. The higher the rating, the better a player they are considered to be. You can read their Biography or learn their Playing Style by moving the cursor over those options and pressing ✕. Press ✕ again to exit an information screen and return to the Personalities screen. When you are satisfied with the personality you have selected, press **Start** to save your changes and return to the Main Board, or △ to cancel all changes.

Modifying Personalities

You can either create a personality, or customize an existing computer personality to give you a specific kind of challenge by selecting one of the custom personality wire frame heads, or an existing personality's portrait from the Personalities screen. Then click on Modify, which brings up a screen filled with options falling into four categories: Style, Material, Positional and Global. Each of these options is altered by using the **up arrow** and **down arrow** buttons to select it, then using the **left arrow** and **right arrow** buttons to change the value bar for the option. When you are satisfied with your choices, press **Start** to return to the Personalities screen. △ cancels your changes and returns you to your game. If you make changes to an existing personality, and then select a different personality, all changes are lost. If you create a custom personality (wire frame head) the settings are saved when you save a game, or until you turn off the PlayStation® console. The Style column lists the options that determine the personality's playing style.

Attacker/Defender

The personality's tendency to capture pieces, from -100 to 100. Negative values emphasize attack; positive defense. 0 represents a balance. An Attacker tries to capture pieces and reduce their numbers as much as possible. A Defender tends to do the opposite, avoiding exchanges where it can.

Strength of Play

The quality of your opponent's play. A rank novice has a strength of play at or near 0. A grand master has a strength of play exceeding 100. Set this low for a weak player; higher for a greater challenge.

Randomness of Play

The personality's diversity of play, while maintaining its strength of play. If set at 0, the Chessmaster makes the same moves every time (all other adjustments remaining the same). Higher settings cause the personality to play with increasing diversity to increase the fun of playing it repeatedly.

Max Search Depth

This sets a limit on how many moves ahead the Chessmaster will look. The higher the number, the slower, but also the more carefully, the personality plays.

Selective Search

The thoroughness of your opponent's play. At its highest level, the Chessmaster considers every possible play and its implications to an infinite number of plays before making its next move. This makes for slow and, therefore relatively weak, play. If this is set low, the personality plays quickly, but may overlook a move that is in itself weak, but which sets up a better position. The default is six, representing a middle ground.

Contempt for Draw

How the personality reacts when a draw is offered. When the bar is set at 0, the Chessmaster accepts an offer to draw if the game is even. If it's behind by less than a pawn (1 point) and the bar is set at 1, it rejects a draw. If the setting is -2, but the personality is less than 2 points ahead, it accepts a draw.

The Material column lists the values a personality places on their own and their opponent's pieces. The range is from 0 to 100 for all pieces, with the following being the default point values, (10x the chess scoring value):

Queen	=	90
Rook	=	50
Bishop	=	30
Knight	=	30
Pawn	=	10

The Position column lists the options that determine the importance the personality places on the position of the pieces on the board during a game. Most of these options have a value from 0 to 200.

Material / Positional

Whether the computer opponent values material, position, or a balance of both. When personalities (and humans) evaluate a chess position, they consider both the material points of pieces on the chessboard and overall positional attributes, such as pawn structure, attack potential, piece mobility, forks and so on. The range is -100 to 100. Negative values emphasize material; positive positional; 0 represents a balance.

Control of Center

How much the opponent values controlling the center of the board, especially the D4, D5, E4 and E5 squares, from both attack and defense perspectives. The higher the setting, the more important control is to the personality.

Mobility

How much the personality values placing its pieces to keep open a maximum number of move opportunities. The higher the setting, the more important mobility is to it.

King Safety

How much the personality values keeping the king safe, or free from attack, as opposed to being comfortable with a certain amount of pressure if it frees other pieces from having to guard him. The higher the setting, the more it tries to keep the king safe.

Passed Pawns

How much the personality values developing passed pawns as opposed to other tactics. A passed pawn has no opposing pawn in its own file or in either adjacent file. Therefore, a passed pawn is a relatively valuable piece because its path to promotion is somewhat open. The higher the setting, the more it wants to develop passed pawns.

Pawns Weakness

How hard the Chessmaster avoids positions where a pawn is unprotected, is rendered immobile, or otherwise weakens the overall pawn structure. The higher the setting, the more it protects its pawns.

The Global category has only two options.

Deep Thinking

When On, the opponent is allowed to think about its subsequent moves while your clock is ticking. To weaken the Chessmaster's play, turn this Off.

Transpose Table

When On, the Chessmaster remembers the results of previous searches, avoiding redundant searching, and thus quickening and strengthening its play.

LOADING AND SAVING GAMES

Before you attempt to load or save a CHESSMASTER II game, be sure your memory card is inserted into the game console. You should not attempt to insert a card during the loading or saving process, since this may corrupt data on the card.To load a previously saved game, simply select the Load Game option from the Main Menu. The game searches for a memory card, and the currently available games appear on the screen. Use the **up arrow** and **down arrow** directional buttons to scroll through the list, and press ✕ to load a game or △ to cancel and return to your current game.

To save a game, choose Save Game from the Main Menu, and again the game searches for a memory card. If you card has not been formatted, you are prompted to format it now.
You can choose to overwrite a previously saved game, or select (Empty) to save a new game. Each game requires a separate slot on your memory card. Once you have chosen a slot by highlighting it and pressing ✕, you are prompted to name your game. The **up arrow** and **down arrow** directional buttons scroll through the letters of the alphabet, while the **left arrow** and **right arrow** add or take away letters from the name. Your name can be up to twenty characters long. Press ✕ again to save the game, or press △ to exit and return to your game.

LEARNING CHESS

Chess may seem daunting at first, especially when playing your first games against the Chessmaster. However, there are several options and tools you can use to make learning this fascinating game a fun and exciting process. To start with, if you are a beginning player, be sure to view all the movies in the Chess Rules menu, accessed from the Main Menu. They provide basic explanations of key chess concepts. Once you understand piece movement, and how to win the game, you are ready to take advantage of other CHESSMASTER II learning features.

Quick Hints

If you are uncertain what your next move should be, press the ○ button during your turn, forcing the Chessmaster to make the next move for you. If you don't like the move it chose, use the **L1** button to take back any move your opponent made in response, and press **L1** again to take back your last move.

Useful Main Menu Options

English Advice

Another helpful feature, if you are unsure of what to do next, is the English Advice function, which provides more information the Quick Hint. The Chessmaster analyzes your current board position, then suggests the best possible move, and explains the reasoning behind that recommendation. Press **Start** to access the Main Menu, then choose English Advice to begin the analysis. You can scroll through the advice box by using the **up arrow** and **down arrow** directional buttons, or exit the box by pressing ✕.

Solve for Mate

Another tool for learning chess is the Solve for Mate function. This feature is a great way to learn how to recognize potential checkmates well in advance. If you're playing a friend or a personality and think you have them against the wall, go take a look. Press **Start** to access the Main Menu, then choose Solve for Mate. Another way to use this feature is to checkmate an opponent, back up a few moves and see if there was an alternative possibility for mate.

Useful Display Settings

To begin with, most of the Display settings should be turned on. They provide vital information such as how much time you have left, and which pieces have been captured. The Teaching Settings feature was particularly designed to aid learning. It is explained in detail on page 11. Keep in mind that only one teaching mode can be used at a time; you may want to switch between several modes in one turn, if you are unsure what is important about your current game situation.

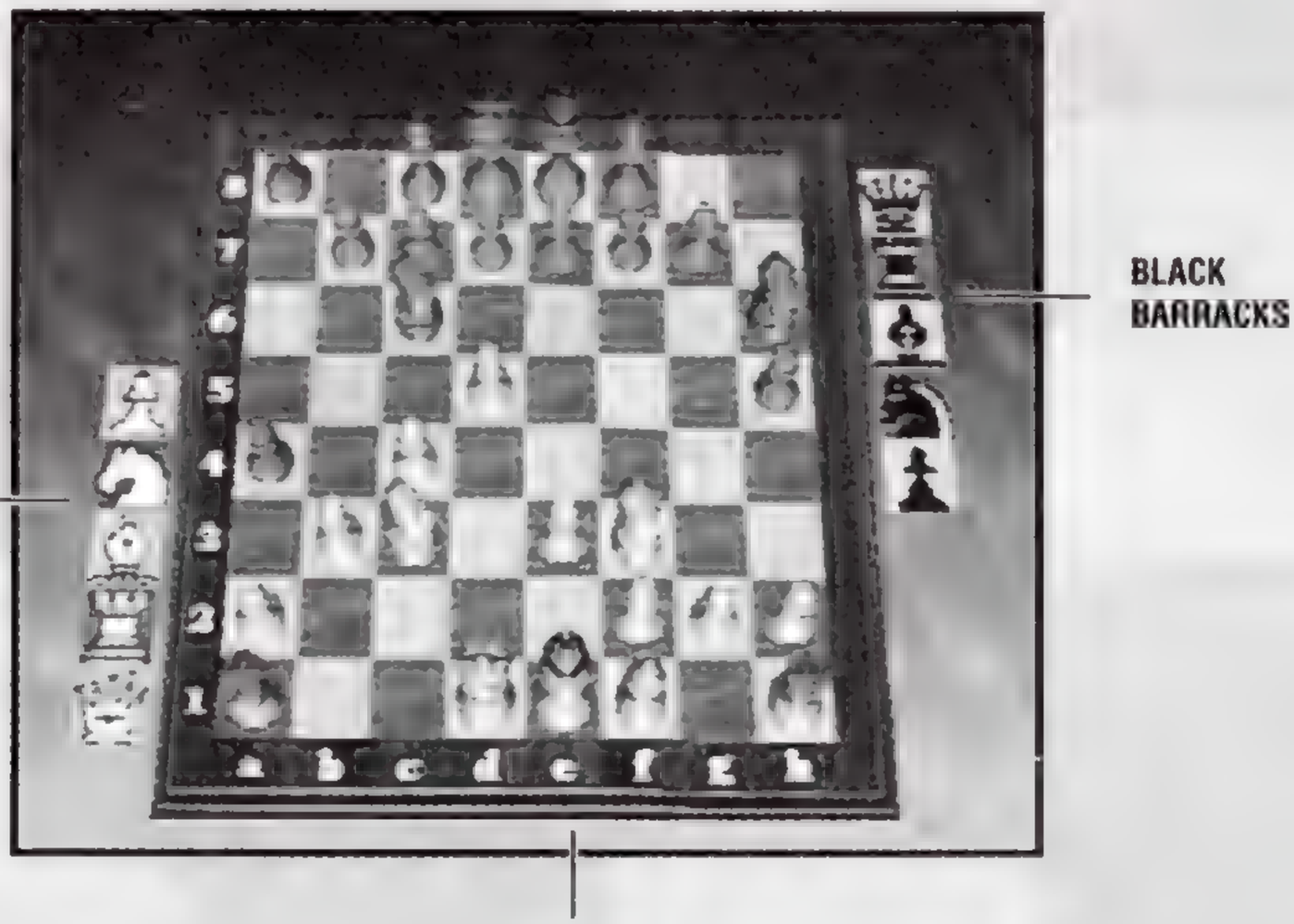
Useful Chess Options

Beginning chess players should make sure the Announcements option is turned on. Not only does it announce when a king is in check, it also informs you what opening book you and your opponent are playing. An opening is a set series of moves at the start of a game. In time you should begin to recognize the classic openings, thus improving your knowledge of chess. Also set from this screen are the time controls. Since the Chessmaster thinks very quickly, it is to your advantage to initially either play games with longer time limits, force the Chessmaster to match your time, or even allow unlimited search time. If you become impatient with the Chessmaster during the game, you can force it to move by pressing the **O** button.

Setting Up a Position

A common method of improving your game is by solving chess problems that focus on the weaknesses in your strategy. These problems can be found in numerous books and magazines on the subject. The CHESSMASTER II Setup Mode feature allows you to set up a specific chess problem, and then either have Chessmaster analyze it or play it out yourself.

SETUP SCREEN . . . . . .



To create a custom board situation, from the Main Menu, choose Setup Mode, which brings you to the Board Setup screen. The board is initially set up as if beginning a new game, and there are icons to either side of the board, representing the game pieces. Move the pieces as normal to set up the board, first selecting a piece by moving the cursor over it, and pressing ✕, then doing the same with the designated square. To remove a piece from the board, select it, then move the cursor to an empty area outside the board and

press ✕. The piece will disappear. To add a piece to the board, select an icon from the appropriate side of the board, and then select a position.When you set up a board, Chessmaster warns you if you attempt an illegal position. For instance, it isn't legal to remove either king from the board, nor is it legal to place a pawn in either the first or eighth rank. You also may have no more than 16 pieces of one color, and the total number of pawns and promoted pieces can't exceed eight.

Pressing **Start** from the Board Setup screen brings up the Setup Menu, containing the following options:

Remove All Pieces Except Kings

Returns you to the Board Setup screen, clearing the board of all pieces except the two Kings. This is helpful if the position you want to set up only has a few pieces.

Setup in Opening Position

Returns you to the Board Setup screen, returning the board to the starting position. This is helpful if your problem involves many pieces.

Setup Complete - White or Black to Move

Choose one of these options when you are satisfied with the position of the pieces. If there are no illegal positions (both Kings in check), selecting this option begins a new game, with either white or black having the first move.

Note: *You cannot setup problems that contain En Passant. Also if the king and rooks are in their starting positions, castling is always allowed.*

Quit Setup Without Keeping Changes

Discards any changes and returns to the Main Board screen, resuming the game in progress.

BUILDING A CHESS RATING

One of the challenges of chess is building your chess rating, a ranking system that encourages players to continually improve by playing other rated players. If you wish to play a rated game, select New Game from the Main Menu, and select Rated Game from the dialogue box. A screen appears, from which you can choose your opponent, and set other game options. At first, your available opponents are restricted while your rating is being established. However, after twenty games you will be allowed to play any rated opponent. There are some other limitations when playing a rated game, for example, you can only choose from a few of the Time Controls, and you cannot turn on the Teaching Modes or switch sides. These options will be grayed out in their respective menus.

When you are playing a rated game, the outcome of the game, whether resignation, draw, victory or defeat, affects your rating, and the resulting new chess rating is given at the end of the game. This rating is automatically saved if you have a memory card with an available slot inserted in the PlayStation® game console.

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